The Arts & Technology Academy

The Future of Technology

A Working document 2002-2003

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Technology Plan

2002-2003

Mission

The Arts and Technology Academy Charter School was formed to assist in the academic, social, and cultural development of children in the community. In addition to the fundamentals, ATA wanted to integrate technology into its academic structure to aid in the constant evolution of technology. Therefore, its mission became to provide an academically challenging, technologically rich, child-centered environment, where each student develops a strong intellectual, moral, environmentally conscious, and artistic foundation. It has now become essential to bridge the gap between the digital divide. Needless to say, it is our quest to assist in this endeavor.

Goals & Objectives

1. To improve the standards of technology and to possibly institute new emerging technologies at ATA, such as Alpha Smarts,

2. To implement audio and video applications, as well as more educational software applications. The purchase of digital cameras, color printers, and scanners will be advised as well.

3. To provide professional development for faculty in software applications that will assist in the successful delivery of

instruction when integrating technology into the classroom. The training will help teachers with supporting skills in technology-based instruction across curriculums.

4. To maintain an operational Local Area Network and troubleshoot minor technical problems that could possibly cause disruptions throughout the course of a day.

5. To install a server/network that will host the computers solely in the computer lab, which will enable a platform to be utilized by the teacher/coordinator to access and assess student productivity.

6. To implement a technology advisory board which will assist the technology teacher/coordinator with information on subject-based instructional content and the paragon curriculum in order to assist in the integration of technology in the classroom.

Staff Training

In order for teachers to be effective at using technology, training is an essential factor in this endeavor. Many teachers are reluctant to use technology in the classroom due to their own comfort level with computers. This challenge can be overcome with optional training provided for teachers throughout the week after school, and/or in place of staff meetings. Microsoft Office with the exception of Excel, are common programs that will be used throughout the school year; needless to say, these skills will become a requirement for teachers. Since Microsoft Outlook is an immediate necessity, I suggest summer training for this

program if possible. I am willing to stay after school 2 days a week for Microsoft Word and PowerPoint training.

The following is an example of a schedule for after school training:

Microsoft PowerPoint
This training will run for one month (4 sessions for each group)
Group A
Tues. 3:45-4:30
Group B
Thurs. 3:45-4:30

Microsoft Word
This training will run for one month (4 sessions for each group)
Group A
Tues. 3:45-4:30
Group B
Thurs. 3:45-4:30

Technology Integration

Training for the integration of technology across curriculums is needed as well. However, once teachers become more comfortable with using technology, it should be a much easier feat to integrate technology into classrooms. It is my suggestion that a technology advisory board be established to assist the coordinator/technology teacher with instructional content. This will help the coordinator/teacher plan, organize, and arrange activities within the curriculum where technology can be integrated into lesson plans. Web quest, Internet exploration, and

cooperative learning technology projects are just a few techniques to integrate technology into the classroom.

Curriculum for Lab

The computer lab activities will primarily consist of the exploration and utilization of software applications as well as the introduction of other emerging technologies. Lessons, exercises, projects, quizzes and tests will be the methods used for grading. The following is a projected curriculum:

Pre K - K – General Technological Awareness* – 8 sessions
Eye Hand Coordination (Various software)*- 8 sessions
Keyboarding skills (Mavis Beacon) – 8 sessions
Storytelling - 8 sessions
Paint & Draw skills (KidPix) – 8 sessions

1st – 3rd – Review General Technological Awareness – 4 sessions
Keyboarding skills (Mavis Beacon) – 8 sessions
Storytelling (Story Book Weaver) – 8 sessions
Internet Navigation – 8 sessions
Presentation skills (PowerPoint) – 12 sessions

4th – 6th – Review General Technological Awareness – 2 sessions
Keyboarding (Mavis Beacon) – 8 sessions
Presentation skills (PowerPoint) – 10 sessions
Graphic Design (The Print shop) – 6 sessions
Internet Navigation – 4 sessions
Web Design - 10 sessions

*These skills will be taught alternating weeks during the first 16 sessions.

Materials & Equipment

Tools and software are extremely important in establishing an environment that encourages creative and independent use of technology. Resources essentially contributes to students' development and productivity. It will also enhance teachers' capabilities with integrating technologies in the classroom. The following lists consist of existing technologies that ATA have already obtained, and suggested technologies that are needed.

Existing tools and software:

119 Desktop computers (IBM & iMac)
50 Headsets
1 Internal CD Recorder
5 LaserJet printers (Black)
1 Color copier
1 Inkjet printer (Color)
2 fax machines (1 idle)
Microsoft Office
Kid Pix Deluxe
Dr. Seuss
Story Book Weaver
Read, Write and Type
Talking Walls
Reader Rabbit

Suggested tools and software:

1 Network server (stand alone for computer lab)
2 Scanners
6 Digital Cameras
1 LaserJet Printer (Color)
1 External CD Recorder
40 Microphones

28 Desk Jet Printers (Color)
25 web cams
Where in the World is Carmen Sandiago?
Dr. Suess ABC's